Nintendo
Nintendo of America Inc.
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PRO WRESTLING

INSTRUCTION BOOKLET

SPORTS SERIES

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Pro Wrestling Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Enjoy two player wrestling action, or play one player against the computer. Choose your wrestler from a list of six tough characters. Each opponent has his own strengths, weaknesses, and special trick moves. Whether climbing the ropes for a crushing kneedrop, or flying over the ropes for some out-of-ring trickery, the challenge of Pro Wrestling action never stops.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

NOTE: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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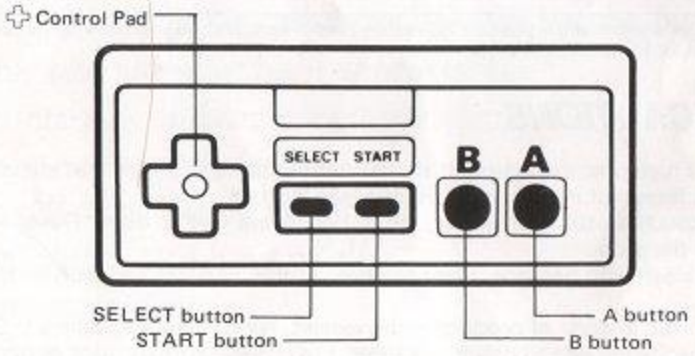
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/Controller 2

Controller 1 — for 1 player game
Controller 2 — for second player in 2 player game



A button	Used to select throws and other techniques.
B button	Used to select throws and other techniques.
Control Pad	Used to select your wrestler. to move your wrestler. to select throws and other techniques. (Please refer to "CONTROLLING WRESTLERS".)
SELECT button	Used to select 1 player or 2 player game.
START button	Press this button to begin, and to interrupt play in the middle of a match.

Pause:
If you wish to interrupt play in the middle of a match, press the START button. The wrestlers and referee will disappear. Press the START button again when you wish to continue the match.
*The SELECT and START buttons are not used on Controller 2.

3. HOW TO PLAY

Press the START button during the title display or the demonstration match and the game selection display will appear.

Title Display

Game Selection Display

Use the SELECT button to select the 1 player or 2 player game. Next, choose wrestlers with the ✥ Control Pad. In the 1 player game the wrestlers are controlled with Controller 1, and in the 2 player game they are controlled with Controllers 1 and 2. Press the START button to start the match.

■ 1 Player Game

Ranking or Defending match
Match time
Total No. of matches
No. of matches won
No. of matches lost

Rules

1. The 1 player game is a 5-minute single match play against the computer.
2. The player starts with a 5th place ranking. Your ranking goes up each time you win a match and down each time you lose. If you drop to 6th place, the game is over.
3. When you reach 1st place ranking, you'll fight a title match with a Video Wrestling Association (VWA) champion. If you win, you become VWA champion. If you lose, your ranking drops to 2nd place.

* King Slender is usually VWA champion at the start of each game, but if the player selects King Slender as their wrestler, Giant Panther becomes the VWA champion.

4. Once you become VWA champion, you have to defend your title. If you defend it successfully 10 times in a row, you have to fight a title match with the Video Wrestling Federation (VWF) champion, Great Puma.
5. If you lose the VWA title match, you're allowed one return match. If you win, you regain VWA championship. But if you lose the return match, your ranking goes down to 2nd place and the game is over.

* If both wrestlers are downed outside the ring or the game ends in a draw, you lose.

■ 2 Player Game

The 2 player game is a two-out-of-three fall match with no time limit. The first wrestler to pin his opponent twice wins.

VWA, VWF Rules

- If you're outside the ring for a count of 20, you lose.
- If you stand on the top rope for a count of 5, you lose by penalty.

4. CONTROLLING WRESTLERS

■ Basic Movements

1. **Moving**
   The ✥ Control Pad moves the wrestler in 8 directions.
2. **Running**
   Quickly tap the ✥ Control Pad twice in the direction you want to run. To stop, press the opposite direction on the ✥ Control Pad.
3. **Climbing onto the top rope**
   When your wrestler is in the upper left or upper right corner of the ring, press the top ✥ of the Control Pad to make him climb up on the rope. Press the bottom ✥ of the Control Pad to make him climb down.
4. **Climbing in and out of the ring**
   Press the top ✥ of the Control Pad when your wrestler is at the edge of the front ropes to make him climb into the ring. When your opponent is outside the ring, you can send your wrestler down after him by positioning him at the edge of the front ropes and pressing the bottom ✥ of the Control Pad.
5. **Attempting to pin your opponent**
   Stand near your fallen opponent and press the A button.
6. **Escaping a pin attempt**
   Press the A or B button.
7. **Pulling your opponent up from a fall**
   Stand near your opponent and press the B button.

■ Basic Throws and Techniques

Throw or Technique	Control Method
1. Rolling Sole Butt	Get near opponent and press A.*
2. Punch	Get near opponent and press B.*
3. Body Slam	Grab opponent and press B.
4. Hammer Throw	Grab opponent and press ✥ + B. (To defend against a Hammer Throw, press A or B when you hit the ropes.)
5. Brain Buster	Grab opponent and press ✥ + A.
6. Pile Driver	Grab opponent and press ✥ + A.*
7. Back Drop	Grab opponent and press ✥ + A.*
8. Lariat	Use a Hammer Throw, then press ✥ + A and run pressing A.* (To defend against a Lariat, press A or B.)
9. Jumping Knee Butt	Use a Hammer Throw, then press B and run pressing B.
10. Plunger	When opponent is outside the ring, move far away from the ropes, then run while pressing A.
11. Flying Body Attack	Climb onto the top rope and press A. (To defend against a Flying Body Attack, press A or B.)
12. Flying Drop	Climb onto top rope and press B. (To defend against a Flying Drop, press A or B.)

Note 1) The throws or techniques with asterisks (*) change depending on the wrestler using them. (They become the favorite techniques of that particular wrestler.)
Note 2) Some throws or techniques cannot be used outside the ring. Also, the Back Drop and Jumping Knee Butt sometimes cannot be used near the ropes.

1. Rolling Sole Butt

2. Punch

3. Body Slam

4. Hammer Throw

5. Brain Buster

6. Pile Driver

7. Back Drop

8. Lariat

9. Jumping Knee Butt

10. Plunger

11. Flying Body Attack

12. Flying Drop

■ Special Throws and Techniques

Throw or Technique	Wrestler	Control Method
1. Back Brain Kick	Fighter Hayabusa	Stand close to opponent at an angle and press A.
2. Somersault Kick	Starman	Grab opponent and press ✥ + A.
3. Flying Cross Chop	Starman	Use a Hammer Throw, then press ✥ + A and run pressing A.
4. Karate Kick	Kin Corn Karn	Get near the opponent and press A.
5. Mongolian Chop	Kin Corn Karn	Get near the opponent and press B.
6. Iron Claw	Giant Panther	Grab opponent and press ✥ + A.
7. Head Butt	Giant Panther	Grab opponent and press ✥ + A.
8. Piranha Bite	The Amazon	Grab opponent and press ✥ + A.
9. Outlaw Choke	The Amazon	Grab opponent and press ✥ + A.
10. Back Breaker	King Slender	Grab opponent and press A.

1. Back Brain Kick

2. Somersault Kick

3. Flying Cross Chop

4. Karate Kick

5. Mongolian Chop

6. Iron Claw

7. Head Butt

8. Piranha Bite

9. Outlaw Choke

10. Back Breaker

5. MEET THE WRESTLERS

Wrestler No. 1 **The invincible warrior**

FIGHTER HAYABUSA

Height: 6'2" Born: September 18, 1951
Weight: 230 lbs Birthplace: Okinawa, Japan
Judo expert, Special technique: Back Brain Kick

Wrestler No. 2 **Super space-traveller**

STARMAN

Height: 6'3" Born: Unknown
Weight: 220 lbs Birthplace: Mazatlan, Mexico (assumed)
Special techniques: Somersault Kick, Flying Cross Chop

Wrestler No. 3 **A living karate tool**

KIN CORN KARN

Height: 6'1" Born: August 4, 1942
Weight: 280 lbs Birthplace: Pusan, Korea
Karate expert, Special techniques: Mongolian Chop, Karate Kick

Wrestler No. 4 **The ultimate human weapon**

GIANT PANTHER

Height: 6'6" Born: November 5, 1952
Weight: 320 lbs Birthplace: Texas, USA
Former football star, Special techniques: Iron Claw, Head Butt

Wrestler No. 5 **Half-piranha, half-man**

THE AMAZON

Height: 6'1" Born: Unknown
Weight: 230 lbs Birthplace: Unknown
Special techniques: Piranha Bite, Outlaw Choke

Wrestler No. 6 **Cold-blooded warrior, Jr.**

KING SLENDER

Height: 6'5" Born: February 9, 1961
Weight: 280 lbs Birthplace: Georgia, USA
VWA champion, Special technique: Back Breaker

Wrestler No. 7 **The perfect wrestler**

GREAT PUMA

Height: 6'4" Born: Unknown
Weight: 250 lbs Birthplace: Caracas, Venezuela (assumed)
VWF champion

6. ALARMS

Timer Alarm: Rings both a 1 minute warning, and a 30 second warning.
Stamina Alarm: Rings when a wrestler starts to weaken, then again when he is about to go down from exhaustion. Each ring has a different sound.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio–TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.